

Welcome to Warmaster at MOAB 2025

Thanks for taking the time to download this player's pack for the MOAB 2025: Warmaster Revolution Tournament.

The event is being run on the weekend of Saturday the 4th and Sunday the 5th of October, 2025.

MOAB is held at the Sylvania Heights Youth and Community Club.

Please read this entire document so you are clear on what is expected to make everything run smoothly.

If you should have any questions or issues, they can be directed to me:

- Via email at jackson2626@mail.com (*Note- that is not 'gmail'.*)
- Via phone on 0449 626 194
- Via handwritten letter dropped at the designated secret location.

Dates and Timing

The tournament will be a 2 day event. Timings for the tournament will be:

Saturday 4th October 2025		Sunday 5th October 2025	
0900 – 0930	Rego & briefing	0930 – 1200	Round 4
0930 – 1200	Round 1	1200 – 133	Lunch
1200 – 1300	Lunch	1330 – 1530	Round 5
1300 – 1530	Round 2	1600 –	Awards
1600 – 1830	Round 3		

All players are invited for drinks and dinner at the Kareela Golf Club located approx. a 10 minute drive from the tournament venue.

Prize Categories

- **Exalted Champion:** Best painted unit/character/monster.
- **Army on Parade:** Best painted army.
- **The Everchosen:** Best General.
- **Favoured Enemy:** Best Sportsman.
- **The Slayer Oath:** Wooden Spoon.

Etiquette and Sportsmanship

First and foremost- the goal of this tournament is to link up the sparse pockets of the Australian Warmaster community and promote more events in the future. **We're not playing for sheep stations.**

Players are expected to accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game.

The TO has the final word on rules questions or debates. Players are expected to maintain their composure and remain polite and respectful to their opponents and the TO. Failure to do so will result in immediate disqualification.

Any ongoing disagreements regarding rules interpretation are requested to be suspended until all parties are well fed and on the beers (*or a substitute beverage of choice*).

Modelling and Painting

Players are encouraged to field fully painted and based forces on the table, though this is not required. Try to bring along at least one painted character and one painted unit to be eligible for most prize categories and to show off the theme of your army.

- **All models used in the tournament can be from any 10mm range.**
- **Each model must be on the appropriate size base.**

Players will need to talk through their army before the game starts about what is in their army and how it is represented. Be fair, your opponent should be at no disadvantage because they cannot tell what a unit should be. Players can use different models to represent others for thematic or aesthetic purposes, but this needs to be clearly stated prior and during the game.

Loan Armies:

If you or anyone you know is interested in attending, but does not have an army available to them, the TO has access to several armies that can be borrowed during the event:

Balanced army lists can be provided for those lacking confidence in their list-writing skills, or a list of available models can be provided for those who wish to write their own army lists.

The following armies are available (with others pending):

<ul style="list-style-type: none">• Empire• High Elves• Bretonnians	<ul style="list-style-type: none">• Vampire Counts• Dark Elves• Chaos	<ul style="list-style-type: none">• Orcs & Goblins• Goblins• Tomb Kings
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Note that while a loan army is not eligible for any of the painting prizes, players using loan armies may still bring a painted unit or model for consideration in the "Exalted Champion" category.

Army Building Considerations

Each player is expected to submit a single 2,000 point army list using the rules in the [2.25 armies document](#). Your army will remain the same for every battle.

Regiments of Renown may be selected as per p.83-87 of the armies document.

Before submitting your army list, please ensure you have considered the following:

Scouting:

As per page 82 of the rulebook: All armies will deploy as per the scouting rules. When you send your army list in to the TO, declare which units you will be scouting with, and how many committed scouting points this will result in.

- **You cannot change this between rounds.**
- **The winner of the scouting roll is always considered the Attacker in each scenario.**

Reserves:

Some battles in this event will involve forces being delayed or caught unprepared, and armies arriving piecemeal to the battlefield. When writing your army list, nominate two Characters to lead your reserve forces. Your General may not be selected.

Then select which units in your army will accompany your **Reserve leaders**. This will result in your overall army containing a core with your general, and two reserve forces with a character in them each.

- **Units that are committed to scouting may not be placed in reserves.**
- **You may not allocate more 900 points total to your reserves.**
- **Note that in order for a list to be valid, it must contain at least three characters.**
- **Units committed to reserves cannot ambush or outflank.**

Below is an example army list for the Vampire Counts that has declared it's scouts and it's reserves. Your army list does not need to be formatted the same way- but should indicate your scouts and reserves.

- **General:** *Ingo the Indolent*, Vampire Lord on Winged Nightmare (230 points)
 - 1 Necromancer with Scroll of Dispelling (65 points)
 - 3 Skeletons (90 points)
 - 3 Zombies (105 points)
 - 3 Grave Guard (180 points)
- **Scouts: (13 Scouting Points)**
 - 1 Vampire (80 points)
 - 2 Ethereal Host (180 points)
 - 2 Dire Wolves (80 points)
 - 2 Fell Bats (130 points)
- **Reserve force 1:** *Mance Nergull*, Necromancer (45 points)
 - 2 Skeletons (60 points)
 - 2 Zombies (70 points)
 - 2 Grave Guard (120 points)
 - 2 Ghouls (110 points)
- **Reserve force 2:** *T'nak Barran*, Vampire on Black Coach with Sword of Fate (125 points)
 - 1 Black Knights (140 points)
 - 1 Black Knights (110 points)
 - 2 Dire Wolves (80 points)
- **Total: 2,000 points**

Tournament Rules

Warmaster Revolution (WMR) is a fan-based 2nd edition of rules for the Warmaster game. This tournament will be run using the free to download rules found on the Warmaster Revolution webpage; current edition is [2.0.1](#) which will be used for the tournament as will all optional rules detailed in the rulebook.

Attacker and Defender

Each mission refers to an attacker and a defender. The player who wins the scouting roll is **always the attacker**. For some battles this will only indicate which player goes first, while for others it will play a vital role on the objectives of the scenario.

Mission Objectives

The scenarios in this tournament will refer to several kinds of objectives, some will be described in the scenario rules, while others are standardized. Here are the two most common forms of objectives you will encounter during the event.

Objective Point	Objective Zone
<p>An Objective Point is a 3cm circle of impassable terrain. Objective markers do not block line of sight</p> <p>A unit controls an Objective Point if it fulfils the following criteria:</p> <ul style="list-style-type: none">• It is within 5cm of the token.• It is not confused.• It is not a flyer. <p>If two opposing eligible units are within 5 an objective, neither player controls it.</p> <ul style="list-style-type: none">• A character may join a unit on an objective to break a tie. <p>If two opposing eligible units both have characters in them, neither player controls the objective.</p>	<p>An Objective Zone is a circular area with a 20cm radius.</p> <p>All units wholly within the Objective Zone add up their total points cost (including characters and upgrades). The player with the highest total points within a zone is considered to be controlling it.</p> <ul style="list-style-type: none">• Note that even a unit with a single stand offers its full points cost to the total.• Note that summoned units (i.e skeleton units created with the Raise Dead spell) do not contribute to the total. <p>If both players have an identical total number of points within an objective zone, neither player controls the objective.</p>

End of the Battles

Each round will be played until:

Withdrawal:

Following the usual rules for slain generals and army casualties with the following addendum.

- When a player's army withdraws, any points that would be scored at the end of that turn are still earned.
- A player whose army has withdrawn can never win the game but may still draw.
- In each scenario, breaking the enemy will score an additional 3 points.

An army's break point remains the same regardless of how many of their units have left the field, or are yet to enter. ***In battles where reserves are in play, consider only the break point of the entire army list when counting slain enemy units.***

Time:

Each round has a 2½ hour time limit. Players will be given a warning at the 2 hour mark.

Please do not start a new battle round after this warning has been given, because no amount of 'talking it out' will be both sufficiently brief and agreeable.

Scoring

When recording the results of your game, provide the TO with the following information:

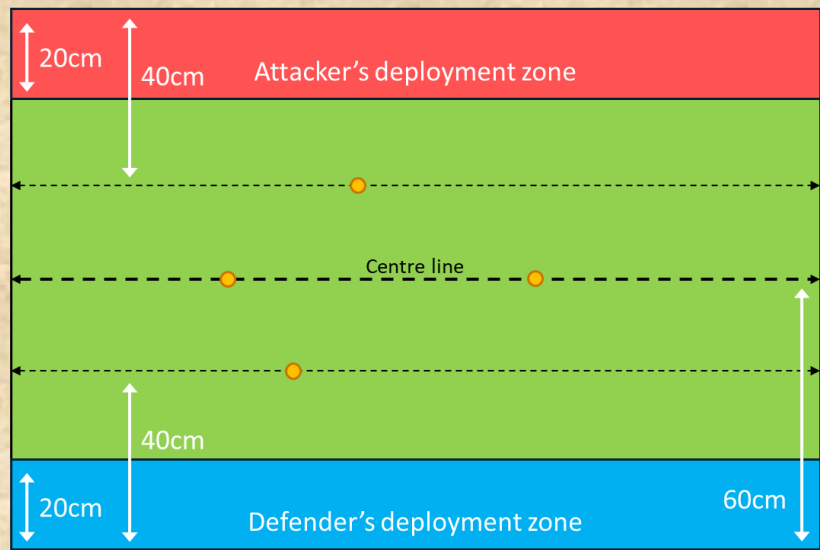
- The outcome of the battle (i.e, who won, or if it was a draw)
- The Victory Points (VP) scored by each player.

The tournament will be scored based on the total wins, losses, and draws of each player. Tiebreakers will be determined as per the following points system.:

Crushing Victory:	You won and scored at least double the VP of your opponent.	6
Clear Victory:	You won and scored higher than your opponent.	5
Pyrrhic Victory:	The game resulted in a draw, but you had a higher VP total.	4
Valiant Defeat:	The game resulted in a draw, but you had a lower VP total.	3
Close Defeat:	You lost but scored more than half the VP of your opponent.	2
Decisive Defeat:	You lost and scored less than half the VP of your opponent.	1

SCENARIO 1: TAKE AND HOLD

Neither side has yet taken a strong position. Both forces will jockey for resources, defensible positions, and points of strategic interest. The final positions of each force after the dust settles will decide the course of the battles to come.



ATTACKER'S ORDERS:

Your scouts have come upon an enemy force that is beginning to establish a strong position. Take the ground from them before they can establish a foothold.

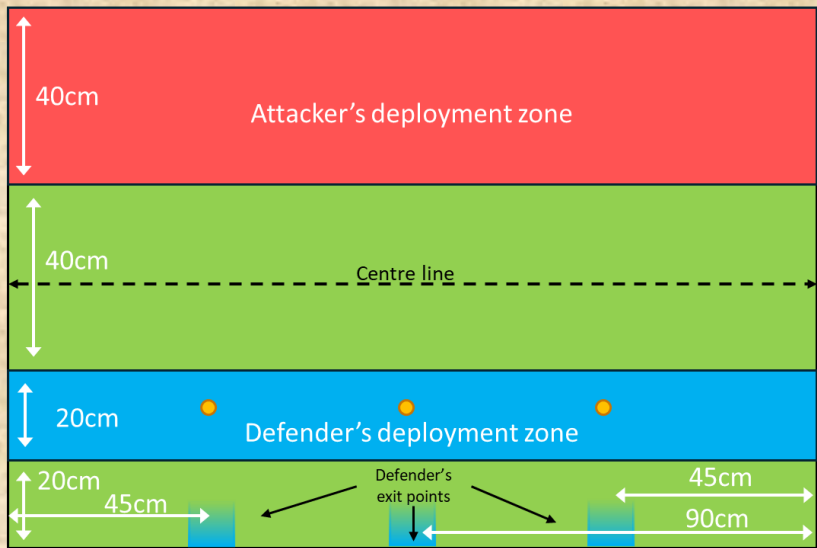
DEFENDER'S ORDERS:

The enemy is upon you sooner than expected, do not surrender the ground to them, this location is vital to continued operations in this region.

<p>PREPARING FOR BATTLE</p> <p>Before making the scouting roll, players take turns placing four Objective Points starting with the player with the highest Scouting Points total.</p> <p>First, each player places an Objective Point on the centre line.</p> <p>Then each player places an Objective Point on the line on their OPPONENT'S side of the table.</p>	<p>WINNING THE BATTLE</p> <p>Starting from the end of each player's third turn they earn:</p> <ul style="list-style-type: none">• 1 Victory Point for controlling the Objective Point on their side of the table.• 2 Victory Points for controlling the Objective Point in the centre of the table.• 3 Victory Points for controlling the Objective Point on their opponent's side of the table.• Each player also earns an additional 1 Victory Point if their general is attached to a unit that is holding an objective.
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SCENARIO 2: Fighting Withdrawal

A more defensible position has been identified and a full disengage ordered. It is a test of mettle for a commander to prevent a tactical retreat from turning into a panicked stampede.



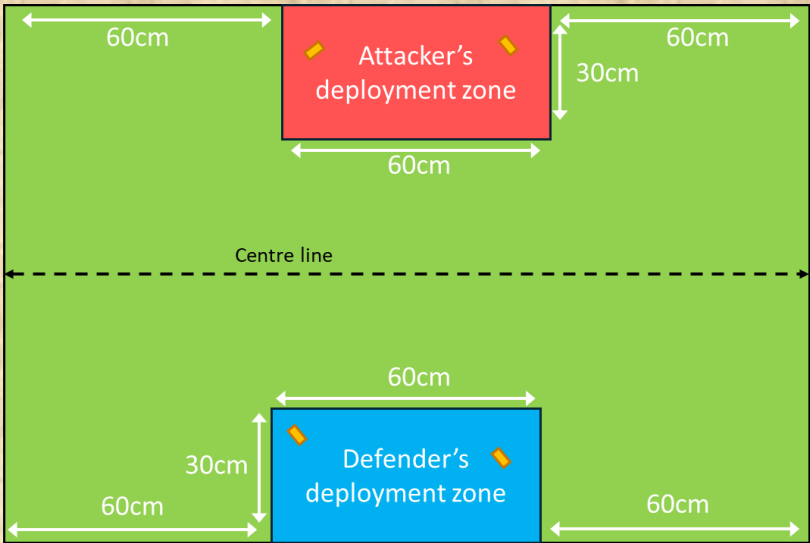
- ATTACKER'S ORDERS:**
- The enemy flees, take the initiative and cut them down before they can take up a defensive position. Smash through their rearguard and turn this retreat into a rout.
- DEFENDER'S ORDERS:**
- You must cover your withdrawal as the army falls back to the next defensible position. The roads are narrow so you must hold your ground until the rest of the army gets clear.

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<p>PREPARING FOR BATTLE</p> <p>After making the scouting roll and the attacker deploys their scouting units, the attacker places three objectives in the defender's deployment zone. These objectives cannot be placed within 20 cm of a board edge, or eachother.</p> <p>Mark out three 10cm long sections of the defending player's board edge as depicted on the map.</p> <p>MISSION SPECIAL RULES:</p> <p>RETREAT!</p> <p>Each turn, a single defending unit can leave the battle from each exit point.</p> <p>At the end of each of each battle round, a single defending unit with all of it's remaining stands within 10cm of an exit point is removed from the board. Any characters attached to a unit that is removed goes with them.</p> <p>Alternatively, if a character is within 10cm of an exit, they may be removed from the board instead.</p> <p>Units and characters that leave the board this way never count as slain, nor do they count towards the defender's break point.</p> <p>A unit may not leave the battle if there is an enemy unit within 20cm of them.</p>	<p>WINNING THE BATTLE</p> <p>At the end of the battle:</p> <ul style="list-style-type: none">• The defender scores 1 victory point for each 100 points worth of units and characters that successfully left the table.• The attacker scores 1 victory point for each 100 points worth of the enemy army that has been slain.• Either player also scores 2 points for each objective point they control.
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SCENARIO 3: Dawn Raid

The dust has settled, and the dead buried after a bloody pitched battle, as dawn rises- two weary forces stare greedily at the enemies supply tents. After such a battle surely, they cannot hope to defend them.



ATTACKER'S ORDERS:

You must sweep the enemy aside and claim the spoils you rightfully earned. Their reinforcements have crawled out of their hovels, your time is short, but your second wave is already preparing.

DEFENDER'S ORDERS:

Your reinforcements have not yet arrived, but nor have the enemies. Your supplies are insufficient to feed your army and it's reinforcements. Raid the enemy's supplies before their reinforcements arrive.

PREPARING FOR BATTLE

After making the scouting roll, each player places two "camp" tokens within their enemy's deployment zone. Units in each player's reserves are not deployed along with the rest of the army.

MISSION SPECIAL RULES: (Reserves, page 3)

Reinforcements

At the beginning of each player's second turn, one reserve force will enter the table from either their own table edge, or one of the side table edges. At the beginning of each player's third turn, their other reserve force must enter from a different edge.

Before the start of the game, the players will secretly note down the order their reserves will arrive, and where they will come from.

When a reserve force enters the battlefield, the leader is first placed anywhere within 5cm of the table edge, then each unit is placed with all stands in contact with the table edge and moved up to it's movement characteristic as if it had received a successful order. Place each unit this way one at a time. Units cannot make a charge move or a supporting charge move this way.

Once each unit has been deployed, that player begins their Command Phase.

Units that entered from reserves can receive orders in the following command phase, and are considered to have received a successful order from their reserve leader, meaning on the turn they enter:

- They can only receive orders from the reserve leader.
- They receive a -1 command penalty.
- They can only receive two more orders.
- They may not make initiative moves.

Camps

Each Camp acts as an immobile stand of infantry with 5 attacks, 5 hits, and a 5+ armour save. It does not have 'sides' or a 'rear', is and always considered defended. A camp can both provide support and receive support in the same manner as infantry. If a Camp loses a round of combat or suffers 5 saved hits it is destroyed and removed from the battlefield. When a Camp is destroyed, select one unit that made an attack against it (if any), place a marker to denote that unit is carrying the loot from the camp.

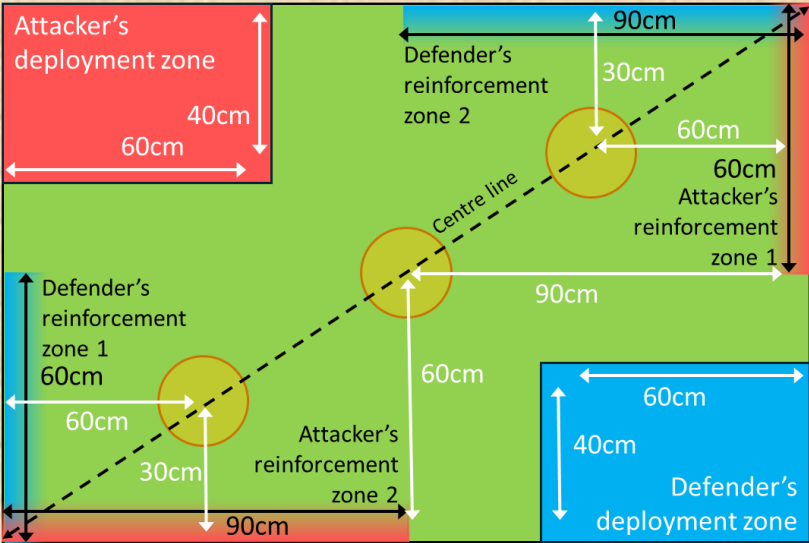
WINNING THE BATTLE

At the end of the battle:

- Each player scores 1 victory point for each camp that survives the battle
- Each player scores 2 victory points for each enemy camp destroyed.
- Each player scores 3 victory points for each friendly unit carrying a marker that survives the battle

SCENARIO 4: Meeting Engagement

Two forces on the march make contact without warning. Horns blare and generals call for their captains to gather join the fray. The centre wrestle for position while reinforcements swirl around the flanks.



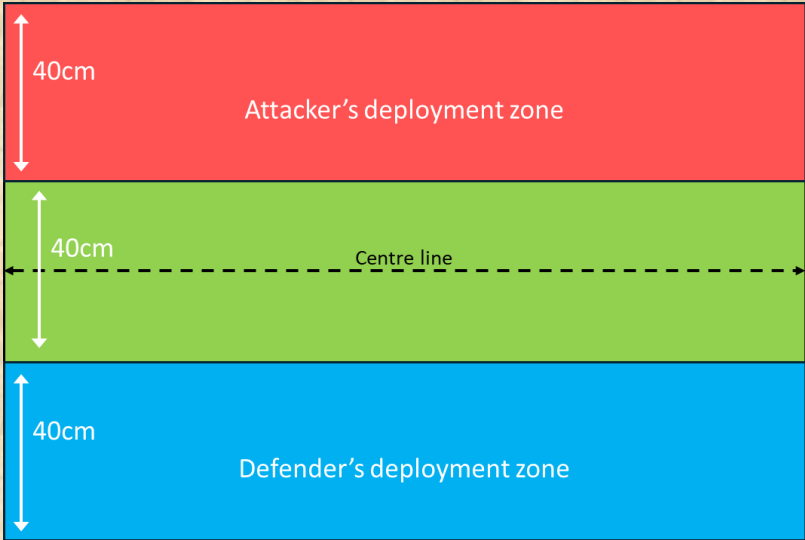
- ATTACKER'S ORDERS:
Your scouts have detected the enemy on the march, gather your forces and surround the enemy before they can form a battle line.
- DEFENDER'S ORDERS:
You have been caught on the march, but the enemy's forces are as unprepared as your own. Do not let your forces be taken off-guard.

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<p>PREPARING FOR BATTLE</p> <p>Mark three Objective Zones across the centre line of the table, between each player's deployment zone as indicated on the diagram.</p> <p>MISSION SPECIAL RULES: Reserves (page 3)</p> <p>On the March At the beginning of each player's second turn, one reserve force will enter the table from one of their reinforcement zones. At the beginning of each player's third turn, their other reserve force must enter from the other zone.</p> <p>Before the start of the game, the players will secretly note down the order their reserves will arrive, and where they will come from.</p> <p>When a reserve force enters the battlefield, the leader is first placed anywhere within 5cm of the zone edge, then each unit is placed with all stands in contact with the table edge and moved up to it's movement characteristic as if it had received a successful order. Place each unit this way one at a time. Units cannot make a charge move or a supporting charge move this way.</p> <p>Once each unit has been deployed, that player begins their Command Phase.</p>	<p>Units that entered from reserves can receive orders in the following command phase, and are considered to have received a successful order from their reserve leader, meaning on the turn they enter:</p> <ul style="list-style-type: none">• They can only receive orders from the reserve leader.• They receive a -1 command penalty.• They can only receive two more orders.• They may not make initiative moves. <p>WINNING THE BATTLE</p> <p>Starting from the end of each player's third turn they earn:</p> <ul style="list-style-type: none">• 2 Victory Points for controlling each Objective Zone.• 3 additional Victory Points if they control all three objective zones <p>At the end of the game, each player earns:</p> <ul style="list-style-type: none">• 2 Victory Points if they have a non-flying, unit wholly within their enemy's deployment zone that is not confused, and there are no enemy units their own.
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SCENARIO 5: The End Times

It comes down to this, both forces are all but spent, and the generals themselves prepare to spend their lives costly. Their life will be forfeit in defeat, so let it be forfeit with honour. Cut them down.



ATTACKER’S AND DEFENDER’S ORDERS:

Leave no survivors.

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<p>PREPARING FOR BATTLE</p> <p>Set up as per usual.</p> <p>MISSION SPECIAL RULES:</p> <p>Honour or Death</p> <p>Each time an enemy unit is slain by a unit with the general attached to it, that unit is worth twice the usual number of points.</p> <p>Unlike the usual rules for withdrawal, an army does not break if the General is slain.</p>	<p>WINNING THE BATTLE</p> <p>At the end of the battle:</p> <ul style="list-style-type: none">• Each player scores 1 victory point for every 100 army points of the opposing side that has been slain, including characters and magic items.• Each player scores 2 victory points if the enemy general has been slain.• Each player scores a further2 victory points if their own general was part of the combat that slew the enemy general. <p><i>(Attached to a unit that made attacks against the general’s unit. Not hiding in support or fighting elsewhere along the battle line!)</i></p>
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